WARFLEETS: FTL - AI RULES v1.0

General Principles

AI Rules: These rules were created to give players a way to play solo against an AI controlled opponent.

Multiple Choices: Whenever there are different choices that seem to be equally correct, roll a die to randomly determine which one is going to be the chosen one.

Preparation

AI Fleets: To ensure that AI fleets are balanced, we recommend first creating a set of 3-6 fleets lists, and randomly determining one of them to be used by the AI and another by the player.

Objectives Set Up: When setting up objectives first divide the area of the table where you may place objectives into 6 equal squares. When it is the AI's turn to place an objective first roll for a random square, and then place the objective in the center of the square. If that's not possible roll for another random square and move the objective toward it just enough to be in a valid position, whilst keeping in mind objective set up rules.

AI Deployment: When deploying armies the player must deploy his entire army in a random deployment zone before the AI deploys. Then AI units are randomly divided into 3 groups of equal size (as far as possible). To deploy divide the table into 3 sections on the long table edge and number them 1, 2 and 3. For each AI group roll a D3 to determine which random section its units deploy in, and if all 3 groups would be deployed in the same section you must re-roll until they wouldn't be. Then deploy one random unit at a time in its section as close as possible to the nearest objective, and outside of difficult and dangerous terrain (unless the unit has strider or flying).

AI Challenge Bonus: Optionally players may give the AI a bonus for an extra challenge. If at the beginning of a round the AI is holding as many objectives as the player, then all its units get +1 to hit rolls until the end of the round, and if its holding less objectives, then its unit get +1 to defense rolls on top of that.

AI Decision Trees

Unit Types: Before the game begins you need to classify each unit into one of 3 unit types so that things flow smoothly once you actually start playing. Note that squadrons follow the same decision trees as ships, but always start at step 2.

Hybrid Units: Units that have upgrades which are geared both for ranged attacks and ramming count as hybrid units.

Shooting Units: Units that have upgrades which are geared more toward ranged attacks count as shooting units.

Ramming Units: Units that have upgrades which are geared more toward ramming count as ramming units.

Decision Tree - Hybrid

1. Is the AI unit carrying an objective?

- Yes - Go to step 6
- No - Go to step 2

2. Are there any objectives not under the AI's control?

- Yes - Go to step 3
- No - Go to step 6

3. Are there any enemies in the way?

- Yes - Ram the enemy if possible, else Move toward the objective and shoot if possible, else Cruise toward the objective instead
- No - Go to step 4

4. Is the objective in Cruise range but not in Move range?

- Yes - Cruise toward the objective
- No - Go to step 5

5. If you Move will any enemies be in shooting range?

- Yes - Move toward the objective and shoot if possible
- No - Cruise toward the objective

6. Are any enemies in ramming range?

- Yes - Ram enemy
- No - Go to step 7

7. If you Move will any enemies be in shooting range?

- Yes - Move toward enemy and shoot if possible
- No - Cruise toward enemy

Decision Tree - Shooting

1. Is the AI unit carrying an objective?

- Yes - Go to step 4
- No - Go to step 2

2. Are there any objectives not under the AI's control?

- Yes - Go to step 3
- No - Go to step 4

3. If you Move will any enemies be in shooting range?

- Yes - Move toward the objective and shoot if possible
- No - Cruise toward the objective

4. If you Move will any enemies be in shooting range?

- Yes - Move toward enemy and shoot if possible
- No - Cruise toward enemy

Decision Tree - Ramming

1. Is the AI unit carrying an objective?

- Yes - Go to step 4
- No - Go to step 2

2. Are there any objectives not under the AI's control?

- Yes - Go to step 3
- No - Go to step 4

3. Are there any enemies in the way?

- Yes - Ram enemy if possible, else Cruise toward the objective
- No - Cruise toward the objective

4. Are any enemies in ramming range?

- Yes - Ram enemy
- No - Cruise toward enemy

Basic Concepts

Activation Order: Before you start, divide the table into 3 different sections on the long edge and number them 1, 2 and 3. When it's the AI's turn to activate a unit, first roll a D3 to see which section it will activate a unit in. If there are no eligible units in that section move onto the next section going clockwise. Then roll a die to randomly determine which unit from that section will be activated.

Enemies in the way: When the AI units activate, draw a path between them and their objective. Enemy units within 6" of the path count as being in the way (only if they are in the direction of the objective).

Controlling Objectives: When making AI decisions, an objective counts as under control if it is already seized, or if it's an objective that the unit is not within 6" of and that another friendly ship is within 6" of already. When AI units move to seize objectives, they must be placed so that they are headed as close as possible to their next objective or target.

Overlapping: AI units must always try to turn in such a way that they don't end their movement overlapping other ships, unless their upgrades that are geared toward overlapping ships.

Shooting: AI units must always shoot at the nearest valid target of same type. If no target of the same type is available, then they must shoot at the next smallest target, or cycle back up to the biggest if no squadrons are available. If the nearest valid target is in cover but there is another one in the open, then the AI must shoot at the target that is in the open instead.

Ramming: AI units must always charge the nearest enemy unit of a smaller type. If no target of a smaller type are available, then they must ram a target of same type, or else the next biggest target available.

Terrain

Cover Terrain: AI units always move into or behind cover terrain, unless it's also difficult terrain and they are moving to an objective. Shooting and Hybrid AI units that are not moving to an objective must stay in cover and hold position to shoot.

Difficult Terrain: AI units only ever move into difficult terrain if they are in ramming range of a unit inside of it, or if they have an upgrade that ignores it. Else they will always move around it.

Dangerous Terrain: AI units only ever move into dangerous terrain if they have an upgrade that ignores it. Else they will always move around it.

Special Rules

Heroes, Titles & Upgrades: AI units will always use any special rules as soon as they are activated, targeting the nearest valid unit that makes sense.

Weapons

High Attack Weapons: AI units with weapons that have 3 or more attacks always target valid enemies with the highest evasion value first.

High Strength Weapons: AI units with weapons that have strength 2 or more always target valid enemies with the highest defense value first.

Blast: AI units with blast weapons always target units that will cause most enemy units within 4" to be hit first.

Broadside: AI units with broadside weapons always move so that they can target enemy units in their side facing.

Deadly: AI units with deadly weapons always target the enemy unit with the largest type first.

Relentless: AI units with relentless weapons always target squadrons first, and split their attacks among as many targets as possible.